**AKF Schools2030 Supplemental Articles**

* *Introduction to Human-Centered Design*
	+ [Design Thinking Comes of Age](https://hbr.org/2015/09/design-thinking-comes-of-age)
	+ [Design Thinking at the LA County Department of Public Social Services](https://vimeo.com/48490254)
	+ [How to Build Your Creative Confidence](https://www.ted.com/talks/david_kelley_how_to_build_your_creative_confidence)
	+ [Extreme by Design (FULL MOVIE)](https://www.youtube.com/watch?v=WOB4lep3TRw)
* *Human-Centered Design in Education*
	+ [Thinking and Acting Like a Designer: How design thinking supports innovation in K12 education](https://murally.blob.core.windows.net/uploads/picapril8917/1589598183777.pdf?se=2020-10-08T05%3A00%3A00Z&sp=r&sv=2018-03-28&sr=b&rscc=public%2C%20max-age%3D600&sig=ezYRgz19aviq3eTcIZN6Mo99nv%2Fevd%2BuCZwwXc0IVqY%3D)
	+ [Ways Design Can Help Educators Create Change](https://www.ideou.com/blogs/inspiration/ways-design-can-help-educators-create-change?utm_medium=email&utm_source=mailchimp&utm_campaign=4.4-july-newsletter-2018-jul&goal=0_f703b39d99-0036b6b73d-208397129&mc_cid=0036b6b73d&mc_eid=fb13ab5cee)
	+ [How Design Thinking Supports Innovation in K-12 Education](https://www.wise-qatar.org/design-thinking-supports-innovation-k12-education-annette-diefenthaler/)
	+ [Recasting Teachers and Students as Designers](https://www.kqed.org/mindshift/23597/recasting-teachers-and-students-as-designers)
	+ [Applying Design Thinking in 4 Different Ways in Schools](https://medium.com/%40tombarrett/applying-design-thinking-in-4-different-ways-in-schools-9ab7c9dd6826)
	+ [Can Design Thinking Help Schools Find New Solutions to Old Problems?](https://www.kqed.org/mindshift/41457/can-design-thinking-help-schools-find-new-solutions-to-old-problems)
* *Launch*
	+ [Human-Centered, Systems-Minded Design](https://ssir.org/articles/entry/human_centered_systems_minded_design)
* *Explore*
	+ [A warm embrace that saves lives](https://www.ted.com/talks/jane_chen_a_warm_embrace_that_saves_lives)
	+ [The untold story of the vegetable peeler that changed the world](https://www.fastcompany.com/90239156/the-untold-story-of-the-vegetable-peeler-that-changed-the-world)
	+ [Designing Beyond Empathy](https://medium.com/ideo-stories/designing-beyond-empathy-2379865322fb#.n2gk4r7qs)
	+ [A Design Strategist's "Six Rules of Thumb for Design Research"](https://www.core77.com/posts/88992/A-Design-Strategists-Six-Rules-of-Thumb-for-Design-Research?utm_source=core77&utm_medium=from_tile_image&utm_medium=email&utm_campaign=June%2025%202019&utm_content=June%2025%202019+Version+A+CID_d8dc68459922682d91c0b27d75e1209b&utm_source=Email%20marketing%20software)
* *Define*
	+ [Three Ways To Reframe A Problem To Find An Innovative Solution](https://www.fastcompany.com/3050265/three-ways-to-reframe-a-problem-to-find-innovative-solution)
	+ [To Make Sense of Messy Research, Get Visual](https://www.ideo.com/blog/to-make-sense-of-messy-research-get-visual)
	+ [The Secret Phrase Top Innovators Use](https://hbr.org/2012/09/the-secret-phrase-top-innovato)
	+ [How Reframing A Problem Unlocks Innovation](https://www.fastcompany.com/1672354/how-reframing-a-problem-unlocks-innovation)
* *Generate*
	+ [Design Thinking — brainstorming through the ‘Ideation’ phase](https://medium.com/%40neemz/design-thinking-brainstorming-through-the-ideation-phase-4612b3cf723a)
	+ [Ideate: Beyond Basic Brainstorms](https://www.designbetter.co/design-thinking/ideate)
	+ [IDEO Brainstorming](https://www.ideou.com/pages/brainstorming)
* *Make*
	+ [DESIGN THINKING 2: RAPID PROTOTYPING](https://www.harrisonmetal.com/library/design-thinking-2-rapid-prototyping)
	+ [DESIGN THINKING 3: COMPOSTING PROTOTYPES](https://www.harrisonmetal.com/library/design-thinking-3-composting-prototypes)
	+ [The Art of Thinking Through Making](https://designobserver.com/feature/the-art-of-thinking-through-making/4287)
	+ [6 Invaluable Lessons for Startups From Stanford's Famed Design School](https://www.wired.com/2014/02/stanford-class-taught-two-normal-guys-star-designers/)
* *Test*
	+ [8 Ways to Fail Your Way to Success](https://www.ideo.com/blog/8-ways-to-fail-your-way-to-success?utm_source=t.co&utm_medium=referral)
	+ [Failure to Learn](https://www.dropbox.com/s/rrs6s497jm5wlzn/Failures_design_thinking.pdf?dl=0)
	+ [Feedback Is Not a Fad](https://ssir.org/articles/entry/feedback_is_not_a_fad)
* *Iterate*
	+ [Design iteration brings powerful results. So, do it again designer!](https://www.interaction-design.org/literature/article/design-iteration-brings-powerful-results-so-do-it-again-designer)
* *Implement*

# [Getting to the Heart of Equity: A Human Centered Design Case Study](https://cssp.org/resource/getting-to-the-heart-of-equity-a-human-centered-design-case-study/)

* *Tell*
	+ [Use Design Thinking to Build Commitment to a New Idea](https://hbr.org/2017/01/use-design-thinking-to-build-commitment-to-a-new-idea)